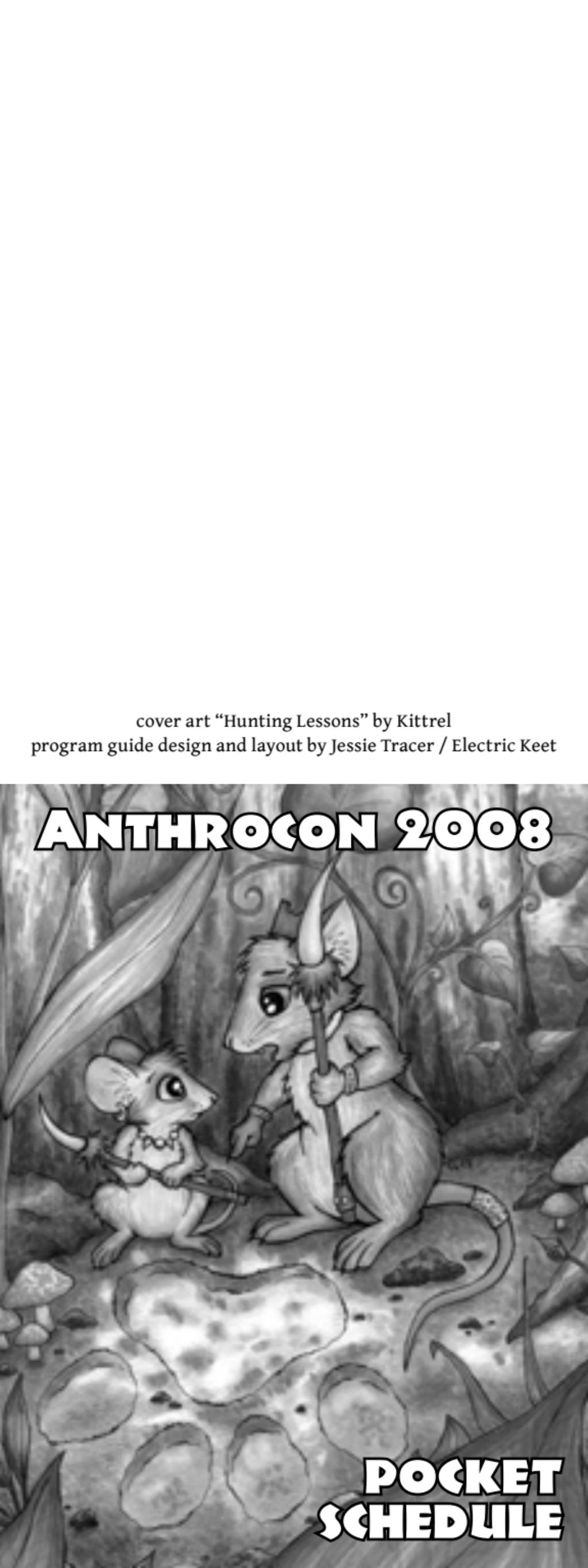


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ANTHROCON 2008



**POCKET
SCHEDULE**

ANTHROCON 2008

Message from the Programming Director

As I worked on this year's programming, someone asked me what Anthrocon really is. Why is it so special? I wanted to take a moment to reflect on just what I think Anthrocon is. By definition, we're a gathering of fans of anthropomorphic animals or creatures. But that doesn't capture the true spirit of Anthrocon. Yes, we're a collection of enthusiasts. But I think the convention itself is much, much more.

Anthrocon is run by fans, for the fans. Every piece of programming, every panel host, and every performance comes from those who wish to contribute to a great weekend for fellow attendees. No one is paid to do these things. They do them, because they simply wish to make the convention better.

We're a celebration of many things. We have the vision to bring into reality that which we can imagine. We find new and innovative ways to express our passion for life and creativity. We use the knowledge and technology at our disposal to intrigue and enchant those around us with the gifts of laughter and happiness. We are friends from every corner of the world, who are connected by common interests. We are from all walks of life. We are artists and technicians, office workers and students. We are comedians and philosophers, scientists and poets.

So what is Anthrocon? My best answer would be to look around at everyone at the convention and say, "Anthrocon is what we, as fans, make it and what we make of it. Anthrocon is its people."

—K.P.

SCIENCE AND TECHNOLOGY

RadioFurs: The Fox Hunt

Friday 12:30-1p

Lawrence Room

Saturday noon-1p

location varies

Sunday 1-2p

location varies

Yappyfox

Radio Directional Finding Fox Hunt – Using radio gear, you are challenged to locate the electronic "fox" somewhere within the Anthrocon spaces. The "fox" could be stationary or mobile. You will be using your radio to triangulate on its position and identify its location.

Your Health: Safe Sex

Friday 9:30-11p

Somerset Room

Dr. Bob Passavoy

This will be a discussion on safe sexual practices and to dispel any myths or misconceptions about the subject.

Anyone under the age of eighteen must be accompanied by a parent or guardian to attend this panel.

Astronofurs Star Party

Friday 10p-midnight

Convention Center North Terrace

Saturday 10p-midnight

Convention Center North Terrace

Swift Fox

Come spend an hour or two with us and take a tour of the night skies over Anthrocon with the Astronofurs. Members will be on hand to familiarize you with the early summer constellations and objects visible under light polluted, urban skies. If we're lucky, we might get to watch a satellite or the International Space Station pass overhead. Come view Jupiter and its moons, rich star clusters, and stunning double stars that are hundreds of light years away through telescopes and binoculars set up on the convention center's North Terrace.

Handouts will be provided. Event is weather-dependent. Just take the "Wonkavator" all the way to the top, exit onto the terrace, walk towards the river and you'll see us set up on the right.

Aquafurs

Saturday 11a-noon

Butler Room

Ronin Otter

Come join some experienced SCUBA diving furries for general information about becoming a diver, sharing stories from diving, and yes, even trying to dive while in fursuit!

RadioFurs: Anthrocon Amateur Radio Field Day

Saturday 5-7p

Convention Center North Terrace

Oryx Gazella, Yappyfox

The Furry Hams will be running a battery-powered event station on the rooftop of the David L. Lawrence Convention Center for Amateur Radio Field Day. *Everyone* is invited to join in our activities, get a chance to operate a radio, and make contacts throughout the nation – perhaps even around the world! You do not need to be an amateur radio operator to get on the air and in fact, more points are awarded to our station for doing so! Amateur Radio Field Day is the largest single event in Amateur Radio in the world. Ham radio operators will be on the air for 24 hours making contact with one another. You may be able to communicate with RadioFurs from all over the globe! Again, *everyone* is invited to participate!

Skulls, Feathers, and Fur

Saturday 10-11:30p

Butler Room

Loba Wolf

New and improved for 2008! An ever-growing number of artists and fans are collecting animal skulls, bones, parts,

and hides for art reference, costuming, spirituality, and many other reasons. After a brief introduction to how the fandom uses taxidermy, you will discover how to start your own collection and where to find or buy taxidermy. This panel will focus specifically on the ways to acquire skulls, antlers, and hides without funding the hunting and trapping industries! You'll also learn about replica taxidermy, ideas for using taxidermy, and how to clean and preserve your collection. Led by an artist and licensed taxidermist, this panel offers something for everyone, whether you're a serious collector or are just curious what it's all about!

Robofurs

Sunday 1-3p

Allegheny I Room

Latin Vixen

Panel on domestic pet-like robots we use today. A way to learn about them, play, and interact with them. Robot demonstrations will be done.

SOCIAL

The Anthrocon Mixer

Thursday 7-11p

Allegheny II and III (The Zoo)

This is an opportunity to meet up with friends before the convention programming really starts up. The Zoo will be the place to be as attendees start arriving from all parts of the world for Anthrocon 2008. Many members of Anthrocon staff will be there to welcome you and say hello before the weekend festivities begin. Come by and meet friends old and new and there are tables if you'd like to draw too!

So This Is Your First Furry Con?

Friday 1-2p

Allegheny I Room

Uncle Kage, 2 the Ranting Gryphon, K.P.

Is this your first time to a furry convention? Maybe it's your first time to Anthrocon? Well, this is a must-do panel for you! This panel is held by three individuals sure to give you a wealth of knowledge and some amusement at the same time. Your convention chairman (Uncle Kage), acclaimed performer and prominent attendee ("2") and your programming director (K.P.) will give you tips and advice for making the most of your weekend and having as few headaches as possible! Oh, and be sure to ask about 6:2:1, the most important rule you'll learn at Anthrocon!

Furry Second Life 201: Not Another Intro Panel

Friday 1:30-3p

Westmoreland Room

eltee

In this panel, we'll start with a brief talk and (somewhat) humorous slideshow regarding the state of furrydom in SL, then move onto how this niche intersects with the larger furry and *Second Life* communities, as well as covering some aspects of broader fandom outreach.

N.E. Furs Meet and Greet

Friday 2:30-3:30p

Somerset Room

Tony Ringtail

If you are from the Northeastern United States, or would like to meet a bunch of those that hail from that part of the country, then join Tony Ringtail for an informal social hour designed to let people meet and mingle in a relaxed setting. Make new friends or catch up with old ones. It's sure to be a grand time!

Furry for the Physically Challenged

Friday 4-5p

Armstrong Room

Rukario

The furry community has welcomed the physically challenged with open arms. Our panel host, Rukario, who is a physically challenged fursuiter, will be discussing the tight knit bond that all furries share regardless of any physical challenges. All attendees are welcome to come and gain a new perspective on the fandom and some of its members.

Greymuzzle and MilFurs Breakfast

Saturday 8a

Hotel Restaurant

This is an informal get together of the Greymuzzles and MilFurs. Join them as they have a traditional Saturday morning Anthrocon breakfast.

Rails 'n' Tails

Saturday 10-11:30a

Armstrong Room

LionkingCMSL and Smrgol

Talking about railroading and how it relates to furry and the furs who work in the industry. Also there are lots of furs out there who just love trains, and this is the place to talk about them!

What the Heck's a Furry?

Saturday 11a-noon

Cambria Room

Kemeeleon and Amadeus

One of the many things that make the furry fandom unique is that, aside from the "anthropomorphic animals" aspect of it, there is no true set definition of the fandom. Every fur brings a unique view and interpretation of what furry means. Join a group discussion on the various views on the fandom in order to seek out the one thing that ties them all together.

Organizing a Furmeet

Saturday 2:30-4p

Somerset Room

Gir Tygrin and Nik Vulper

Join Gir Tygrin and Nik Vulper, who have organized everything from bowling meets to Furry Connection North, for an open discussion on the process of organizing a furmeet. Learn what makes a good venue, when the best times to host are, how to announce things to the public, and what to do if things go wrong.

Family-Friendly Activities

Saturday 3-5p

Lawrence Room

Nick "Eagle's Flight" Harrington

An opportunity for children to do furry crafts, see a story acted out by some fursuiters, and most of all spend some quality time with their parents having age-appropriate fun. Note: This panel is designed for our attendees aged twelve and under *and* their parents. All children must be accompanied by their parent or guardian while in this area. Attendees not accompanying children are kindly asked to reserve this space for our young furry guests.

Jungle Games

Saturday 9-10p

Cambria Room

Skippy Fox

Come join in on games of Pictionary, charades and more, all with a tropical twist. Or just hang out and have fun. There might be prizes! Fursuiters are welcome too!

The Eye of Argon!

Saturday 10p-midnight

Somerset Room

buni

How long can you hold out? Come join in a public reading of what is widely regarded as the worst-written story in fan history. Grab a page, read aloud to an enraptured audience, and try not to burst out laughing. You'll thrill alongside Grignr and Carthena as they struggle through cyclopean depths and stygian crypts in search of treasure and excitement, and to escape the evil clutches of evil Agaphim.

Convention Staffers' Roundtable

Sunday 12:30-2p

Westmoreland Room

K.P.

Have you wanted to ask questions about why conventions do some of the things they do? Furry conventions large and small all have unique challenges that impact their programming and operations. In this forum, you'll have a unique opportunity to ask questions from conventions staffs and board members from all over the United States, and perhaps some international conventions as well. We will be able to relate stories and information to give you a better perspective on what really goes into making a furry convention happen. If you ever thought it was easy, come to this panel and find out just how much work really goes into making even the smallest of conventions a success. This panel is open to all attendees and con staffers alike.

Furry Research Findings

Sunday 3:30-5p

Somerset Room

Dr. G

This panel is a review of Dr. G's furry research to date (2006 to present) with an opportunity for questions and comments from those in the audience. The host will also provide a chance to review the current literature on furries and discuss theories about the subject.

GAMING

LARP: *Werewolf: The Apocalypse*

Friday 2-5p

Cambria Room

Blackjack

The setting is the convention during the con, in classic "World of Darkness". Players take the role of Garou - werewolves trying to save the world and the city. (They succeeded last time... but at what price?) The rules are a streamlined version of Mind's Eye Theater. Costumes appreciated but optional. New players are asked to come early. Overacting is encouraged!

Furs in the Videogame Industry

Friday 2:30-3:30p

Allegheny I Room

MooglyGuy

It's no secret that furries are avid gamers, nor is it surprising that plenty of furries would like to get into the video game industry. Unfortunately, few furries know someone already in the industry or have the contacts to join. This panel will give those who are already part of the industry a chance to explain why they joined, how they joined, and more importantly any advice they might have for other furries wanting to follow them. Everyone on the panel will give a quick back history and any scripted tips, and then the discussion will move onto general Q&A.

Rage CCG Demo and open play (Part I)

Friday 7-9p

CC Room 318

Saturday 10p-midnight

CC Room 318

Fenris Lorsai

Rage is a fast and furious game of werewolf combat based on *Werewolf: The Apocalypse*. Experienced players, stop by and check out a sneak peek of the next set before it's released!

Novices, come by and learn to play. Cards provided for new players.

Looney Labs

Saturday 10a-noon

CC Room 318

Sunday 10a-noon

CC Room 318

Swift Fox

Have a lull in your day? Come play with us! Stop by and join the Looney Lab rabbits and demo the many card and pyramid games published by Looney Labs. Come learn and play one of the many versions of *Fluxx* or *Chrononauts*; or play a pyramid game like *TreeHouse*, *Volcano*, or *Martian Chess*. Or perhaps you think you're lucky enough to survive a game or two of *Zombie Fluxx*? Just look for the bright tie-dye and the friendly folks in lab coats. Typical games take from 10-30 minutes.

Live Action Role Playing Chess

Saturday 9:30-11:30p

Convention Center Concourse

Ardy

Imagine a thirty-two-player game with players as chess pieces on a life-sized board. It's a game of chess unlike any you've ever seen. Fursuiters and non-fursuiters alike are welcome to participate as the pieces and pawns in this wacky chess game with an interesting set of rules and twists.

Super Smash Bros. Tournament

Saturday 10p-1a

CC Room 306-307

M.C.: Yifferfox

Super fun with Super Smash Bros.! Join us for this perennial tournament favorite!

Dance Dance Revolution Tournament

Sunday 3-5p

CC Room 306-307

M.C.: Tiger-Of-The-Wind

An open DDR tournament. Please arrive early to sign up.
Always an Anthrocon favorite!

PERFORMANCE

Alexander Adams Concert

Thursday 7-9p

CC Rooms 301-304

Join Alexander Adams for a concert of Celtic and World inspired music. Adams blends mythical, fantasy, and traditional themes in performances, switching between instrumental fiddle and songs accompanied by guitar, bodhran, and fiddle playing. He is also well known as a popular and influential leader in the field of filk music. This is a musical treat for our Thursday night attendees. Arrive early as seating may be limited.

Making Good Masquerade Skits

Friday 4-5p

Lawrence Room

K.P., Yippee Coyote

K.P. has been hosting the Anthrocon masquerade for several years. He's offering some time before Saturday to help participants understand what makes some Masquerade skits work and what can cause problems. If you've thought about developing a Masquerade or performance act, you may want to stop by to get some valuable input from a longtime fursuiter.

Finding Meaning in Animal Transformations: Cyparissus, Aesop's Fables, Menelaos, and Svadilfari

Friday 7-9p

Pennsylvania Room

Mark Miner

Mark Miner is a professional reader specializing in Latin and Greek literature. Mr. Miner will have prepared notebooks containing the story in English on one side, and Greek (or Latin or Norse) on the other, one for each person (up to 24.) A volunteer will be selected for each story. The volunteer will begin by reading the first 5 line section in English; then Mr. Miner will read the same section in Greek (or Latin, or Norse!) Then the English reader will read the second section in English, and Mr. Miner will read the second section in Greek, and so on. Ideally discussion will ensue, as to what meaning the ancient people found in stories of animal transformation.

Open Call Skit Development and Rehearsal

Friday 7-10p

Westmoreland Ballroom

The Westmoreland Ballroom has been openly reserved for folks to work on any dance maneuvers, rehearsals, or development needed for their Masquerade acts. For those attendees who were wanting extra time to develop and fine tune their performances before the Saturday morning rehearsal, this is a great opportunity to have a large space to test your act out. The ballroom is sufficiently large that several acts can practice simultaneously. If you wish to be in the Masquerade, you will still need to attend the mandatory rehearsal on Saturday morning. This is space for performers to practice on their own if they desire open space to do so.

Anthropoly Late Night: The Anthrocon Game Show

Friday 7-8:30p

Spirit of Pittsburgh Ballroom

K.P.

Anthrocon's own game show returns in a new evening time slot! Contestants will be selected right out from the audience to compete and match answers with our distinguished panel

of judges. The panelists represent six different aspects of Anthrocon: Writers, Artists, Puppeteers, Fursuiters, Performers, and a convention Staffer! Prizes are awarded to our winners. Who knows, you could be the next contestant to make it up on stage!

Uncle Kage's Story Hour

Friday 8:30-10p

Spirit of Pittsburgh Ballroom

Uncle Kage

Our venerable chairman, Sam Conway, affectionately known as "Uncle Kage", takes time out of his hectic schedule to share some stories of his travels with the attendees of Anthrocon. Kage has been delighting the furry fandom with his stories for many years, and this is your chance to hear him telling some stories reserved exclusively for Anthrocon! This is one of Anthrocon's most attended events. It is suggested that you arrive early for the best possible seating.

Bucktown Tiger: A Concert in Fursuit

Saturday 3-4p

CC Room 303-305

Bucktown Tiger

You have to see and hear it to believe it! The incomparable Bucktown Tiger has recently dazzled audiences at other furry conventions, and now he makes his Anthrocon concert debut! Bucktown Tiger will thrill the audience with his amazing keyboard skills, played entirely while in fursuit! You may have seen his videos online, but you'll be completely amazed when you see him in person! Seating will be limited for the concert given by this talented tiger.

The Anthrocon Masquerade

Saturday 7-8:30p

Spirit of Pittsburgh Ballroom

Rigel

One of Anthrocon's signature events! The Anthrocon

Masquerade is an event designed to provide amateur and professional costumers and visual artists a showcase in which to demonstrate creative performance and presentation skills. The Masquerade is the prime location to express yourself and your performance talents by providing entertainment for Anthrocon's attendees. This is a show you won't want to miss. (Rehearsal is mandatory for performers.)

2's Rant

Saturday 8:30-10p

Spirit of Pittsburgh Ballroom

2 the Ranting Gryphon

2 the Ranting Gryphon returns to Anthrocon's main stage! 2 has delighted audiences around the world with his unique brand of comedy. Anthrocon is proud to welcome back this amazing performer and his irreverent style of comedy! This is a highly attended event. We recommend that you arrive early to ensure good seating.

Comedy Improv

Saturday 10p-midnight

CC Room 303-305

Uncle Kage, 2 the Ranting Gryphon, Jibba

What do you get when you put 3 comedians on stage and don't give them a script? You'll find out when these three get together for a late night performance that's totally unscripted, and as off the wall as you can get. This room can only hold approximately 350 people, so get a seat while you can!

Using Your Powers for Good

Sunday 11a-noon

Butler Room

Kodi, K.P.

There are lots of people who use their talents for charity and doing good work in their communities. Come and listen to Kodi, from Helping Paws, and K.P., who works with Give Kids

the World, as they talk about the effect of helping your local communities and how you can get involved.

Kage's & 2's Charity Performance

Sunday 3-4:30p

CC Room 303-305

Uncle Kage, 2 the Ranting Gryphon

Our convention chairman and 2 the Ranting Gryphon combine their collective talents in an effort to raise money for Anthrocon's 2008 charity. Come join them both for ninety minutes of fun and amusement designed to help the Pittsburgh Parrot Rescue.

ART

Getting Started with Sculpture

Friday 2-3p

Fayette Room

Fenris Lorsai

Ready to make the leap to 3-D but not sure how to get started? Clay and polymer clays are an easy way to get started. This panel will cover the basics for making your first sculpture. We'll cover the strengths and weaknesses of various materials, the basics on how to build an armature (and what one is,) what tools you'll need, and some tips to get you started.

Drawing Beefcake

Friday 3-4p

Butler Room

Kyle

Breakdown of how to draw the athletic male figure, including biological and anatomical analysis.

3-D Artist and Craftsman Roundtable

Friday 3:30-4:30p

Fayette Room

Fenris Lorsai

Are you a sculptor, woodworker, potter, glassblower,

blacksmith, plush sewer, or other type of artisan that works in the round? Come to this panel to discuss the peculiar joys and perils of working in 3-D.

The Best Furry Stuff

Friday 3:30-5p

Allegheny I Room

PeterCat

What are the best furry comics, stories, movies, video, or games you've seen recently? Find out what you shouldn't be missing! A review of the Recommended Anthropomorphics List and the winners of the Ursa Major Award, presented annually for excellence in the furry arts.

Commissions 101 for Artists and Fans

Friday 7-8:30p

Cambria Room

Loba North

For artists and art fans! Information for artists includes how to set commission prices, how to market yourself for commissions, how to avoid and resolve disputes, and how to earn repeat business and good word-of-mouth. Fans will learn how to choose the right artist, how to approach artists and propose commissions, and best of all, how to be that great customer every artist wants to deal with! Artists and art fans alike will get answers to common questions like "Who owns the image of my copyrighted character, I or the artist?" and "Is it legal to resell someone else's artwork?"

Artists and Dealers Reception

Friday 9-11p

Exhibit Hall C

PeterCat

Furs in Heaven, Furs in Hell

Saturday 10:30-11:30a

Pennsylvania Room

David Hopkins

Cute, wide-eyed cartoonish characters seem to be able to cut

right through to your emotions. What kind of limits should such characters have? If you're David Hopkins, the answer, pretty much, is "none". In his print and webcomics, which include *Jack*, *Cliff*, and *Long Island* series, Hopkins takes them through all the pain and pleasure that life, death, and the afterlife can throw at them. And along with the heights of ecstasy and depths of despair, you also get hit with a good dose of goofy humor when necessary. David will discuss his approach to his work, and entertain you with his art and humor. So if you're a fan, have questions, or are otherwise curious about the world of comics, come and join the fun.

Webcomics 101

Saturday 2:30–3:30p

Fayette Room

STrRedWolf

Aiming to be the next Pogo? Think you can do better than Garfield? You're not alone. The Internet gives you the chance to make it big online... if you can get your comic up and your audience in! Comic Genesis admin Kelly "STrRedWolf" Price brings in more webcomic authors to show you how they did it, and you can too.

Small Arms Illustration

Saturday 4–5p

Fayette Room

kitwulfen

The panel will cover four major topics, starting with portraying characters with proper gun safety and handling techniques. The second topic will consist of a quick technical education on various firearms terminology and design elements to help artists create their own realistic firearms in their art. The third topic will cover tips for drawing firearms from photo references. The fourth topic will cover tips for designing and drawing believable sci-fi weaponry.

Art Auction

Sunday 1–3p

CC Room 303–305

Auctioneer: Uncle Kage

Mature Art Auction

Saturday 11a–12:30p

Westmoreland Room

Auctioneer: Glen Wooten

FURSUIT

Advanced Fursuit Construction

Friday 1–2p

Somerset Room

Artslave

There are many techniques for designing and building fursuits. Come join Artslave in a discussion of some of the more advanced methods for bringing your character concept into reality. Fursuit builders at all levels are welcome at this discussion.

Fursuit Dance 101

Friday 2–3p

Pennsylvania Room

DEX

So you have a fursuit, but need a little help strutting your stuff on the dance floor? Legendary fandom performer, DEX, once again opens a dance clinic to help fursuiters lose their two left feet. In this workshop, he'll show you some basic techniques to improve your dance steps and help you shake that tail in style!

Fursuiter Meet and Greet

Friday 3–5p

Westmoreland Room

DJ Rory

Are you a fursuiter and want to get to know others at this year's Anthrocon? This is the event for you! DJ Rory will be spinning some tunes as background for this social gathering.

Make some new friends or say “hi” to some old pals. This is a great place to start a weekend of furry fun!

Fursuit Performance Beginner: “Fursuiting for Dummies”

Friday 4-5p

Somerset Room

Lucky

Newcomers to fursuiting can come to this panel to learn from more experienced performers about how to properly perform at conventions and other events. Fursuiters will discuss general aspects of physical and mental preparation, the limitations of being in costume, the usefulness of spotters, and some tips on fursuit performance and maintenance. Q&A will be a big component of this panel. All that suiters want to know and ask is up for grabs!

Red Rover for Fursuits

Friday 8:30-10p

Allegheny I Room

Panda

Fursuiters will have an opportunity to play classic games like Red Rover. These games will be simple and relatively easy. It's an excellent way for new fursuiters to test their performance abilities before more strenuous games later in the convention.

Fursuit-Friendly Dance

Friday 10-11p

Spirit of Pittsburgh Ballroom

DJ Rory

This dance will be tailored more toward fursuiters, but all dancers are welcome.

Lacy Fursuit Photo Shoot

Saturday 10:30-11a

CC Room 303-305

Lacy

All Lacy fursuits are asked to get together for a fun photo

shoot!

Fursuit Performance Intermediate: “You’re Such a Character”

Saturday 10:30-11:30a

Somerset Room

Lucky

This panel builds off the first in the series but emphasizes more on performance and acting out a character when in fursuit. Fursuiters are most welcome for this panel, but in costume or not, we will be going through a whole range of motions and emotions to bring your actions and reactions to a whole new level. Then we'll take you through “The Walk”, which will come in handy – especially for the parade! Be prepared to move – audience participation can happen to you!

Mixed Candy Photo Shoot

Saturday 11a-noon

CC Room 303-305

Latin Vixen

Calling all Mixed Candy costumes! This is a special scheduled time for all of you to get together for some memorable group photos.

Performing for Parades

Saturday noon-1p

CC Room 303-305

Lucky

Are you ready for a parade? Do you know how to make your fursuit really come to life? Lucky, an established fursuit performer, will be giving you hints and tips to make your parade experience the best that it can possibly be.

The Anthrocon Fursuit Parade

Saturday, begins promptly at 1:30p Spirit of Pitts. Ballroom
Yappyfox

Come be a part of the parade that started it all! Anthrocon continues this long standing tradition with its 12th annual Fursuit Parade, led by the creator of the fursuit parade: the one and only Yappyfox. As the founder of the parade, Yappy has led every single parade in Anthrocon history. Fursuiters wishing to participate should be at the Convention Center Headless Lounge prior to 1pm. The lineup will be set at 1:15pm and the parade will begin precisely at 1:30pm. The parade will commence at the Spirit of Pittsburgh ballroom and proceed along the 3rd Floor Concourse. It will detour out onto the "West Corner of the Park" (weather permitting), then cross the balcony overlooking the Dealers' Room to the river side of the building. After the group photo is taken on the riverfront desks it will continue along the sky bridge to its finish. This is an opportunity to see most of the amazing costumes at Anthrocon all at once.

Anthrocon Fursuit Dance Competition

Saturday 3-4:30p (preliminaries) Pennsylvania Room
Sunday 3:30-5p (finals) Spirit of Pittsburgh Ballroom
Theome, Jibba

Are you ready to see some critters shake a tail feather? How about bust a groove? Then come see Anthrocon's First Annual Fursuit Dance Competition, where you can see the fandom's favorite critters come and show off what moves they have got. Who's gonna cha cha, salsa, or breakdance their way to victory? There's only one way to find out! Come and watch!

Fursuit Charades

Saturday 3:30-5p Allegheny I Room
Lucky

It's charades taken to a whole new level. Come join your host Lucky for an opportunity to see just how creatively our fursuiters can communicate. This should be a fun filled activity with lots of character!

Fursuit Performance Advanced: "Fursuits of Champions"

Sunday 10:30a-noon Somerset Room
Lucky

Fursuits are absolutely welcome at this panel. In costume or not, be ready to get up and move as we breeze through skits and scenarios and taking the character you've developed and pitting it against all the other characters that you'll run into. There will be impromptu skits, and challenging scenarios to display emotions and reactions that emphasize interaction with other suiters to make everyone's experience more interesting and memorable. Additional tips, conversation, and participation for dances, games, parades and other events will be the focus of the panel.

Fursuit Games

Sunday 1:30-3:30p Convention Center Concourse
Panda

It's time for fursuit fun and frenzy! This is a collection of games designed to test your skill and style. Only the first 64 fursuits to arrive at the games area on Sunday will be able to participate in these games. (We apologize for the limitation, but we cannot accommodate all fursuiters at Anthrocon in a single set of games.) Meet on the concourse early and be arranged into your teams and get ready for some fun!

WRITING

Writing Dialogue:

“How to make your characters talk like you do.”

Friday 3:30-5p

Butler Room

buni, Charles Matthias, Electric Keet

Every person has a voice, a style of speaking unique to the individual. Learning to write good dialogue is critical to personalizing your characters. The panelists will discuss various techniques for making your characters sound as distinct as they look, as well as offer tips and share insights into how to get your characters to interact in believable ways. People are encouraged to bring *short* examples of their work for critique and discussion, as long as they don't mind getting honest feedback.

Iron Author:

“Sucking now so you don't have to suck later.”

Friday 8-9p

Fayette Room

Sunday 2:30-4:30p

Fayette Room

buni, Zander, Ashe

“It was a dark and stormy night.” “My mom suggested that I start keeping this log as a way to express my hopes and dreams and to record my day like I used to tell her. Mom's been too busy since Lieutenant Worf put her in charge of the new office orientation.” “The weather beaten trail wound ahead into the dust raked climes of the barren land which dominates large portions of the Nargolian Empire.” If any of these strike terror into your heart, look away now. If they instead inspire you to look deeper into the craggy depths of creative writing, then come to the Iron Author. Iron Author is a contest to see who can write the worst possible story imaginable given a theme and twenty-four hours to work. On

Friday, you'll meet the judges, learn your theme and get any restrictions. On Sunday, come back to hear the “winners” recite their creations and apologize afterwards.

Adult Writing:

“How not to fall asleep before the characters.”

Friday 9-11p

Butler Room

buni

In this panel, we explore what makes a good erotic scene, how to add them without making them feel “tacked-on”, and what pitfalls writers should try to avoid when working on adult literature. While this panel is not explicitly meant to be NC-17, there will almost certainly be terminology and discussion of material that is. People are encouraged to bring *short* examples of their work for critique and discussion as long as they don't mind getting honest feedback.

Character Development:

“Depth isn't just for the gene pool.”

Saturday 1-2:30p

Butler Room

buni, Matthias

When writing any work of fiction, there are three things to keep in mind: what is happening, who is it happening to, and where or why it is happening. In Character Development, we hope to explore the second of these in detail. We'll be talking about why character depth is important, and how you can add it to your stories without turning them into simple vignettes.

Plot Development:

“Just what is going on here, anyway?”

Saturday 7-8:30p

Butler Room

Ashe, Charles Matthias

When writing any work of fiction, there are three things to

keep in mind: what is happening, who is it happening to, and where or why it is happening. In Plot Development, we hope to explore the first of these in detail. We'll be talking about why the plot is important, how to create the plot, and how to make it unfold the way you want over the course of the story.

World Building:

“Gravity is green, but everybody knows that.”

Saturday 8:30-10p

Butler Room

Kris Schnee, Ashe, Electric Keet

When writing any work of fiction, there are three things to keep in mind: what is happening, who is it happening to, and where or why it is happening. In World Building, we hope to explore the third in detail. We'll be talking about why setting is important, how you can build a setting without dominating the work, and how to weave details about your world into the main narrative without breaking either.

Editing and Style:

“Making your stories as distinct as you are.”

Sunday 1-2p

Butler Room

Kris Schnee, Electric Keet, Ashe

A good editor is more than a proofreader or a grammarian. Good editing is the art of taking a good story and making it great. The panelists will cover a number of topics related to editing and style, including how to give constructive criticism, how to review your own work, how to make prose “beautiful” or “elegant”, and how to avoid some of the most common pitfalls into which every writer eventually falls. People are encouraged to bring short samples of their own work for critique and discussion, as long as they don't mind getting back honest feedback.

PLUPPET

Puppetry 101

Friday 1-2:30p

CC Room 315-316

Recherei

Now is your chance to explore the dream of becoming a puppeteer. Come learn the basics. Participants are welcome to share their expertise. We will discuss types of puppets, basic puppet movement, developing a character and a voice. Puppets will be provided for those who wish to try.

Puppetry with Bluescreen

Friday 2:30-3:30p

Armstrong Room

NonSanity Cat

Join the creator of Fluff and Such Productions in a dialogue on the concepts and potential issues that you can run into when using bluescreen technology for puppet productions.

Open Call Puppeting

Friday 3-5p

CC Room 315-316

This is a chance for you to try your hand at puppeting or practice in front of a group. The puppetorium stage will be available for any and all who wish try out a little puppetry of their own.

Pawpets Gone Wild!

Friday 10p-midnight

CC Room 315-316

Wolfdog, Dark Wolf, Canus, Luna, and Fox McCloud

The cast of Pennsylvania's own PA Pets host this irreverent (and R-rated) show. Audience members are invited to step behind the stage with their own puppets, skits and ideas. Music, puppets and props will be provided for those who dare to try.

Storytelling with Puppets

Saturday 10a–noon

CC Room 315–316

Recherei

We will explore finding scripts for your audience and advise you how to adapt the same story for different audiences. Performance tips when there is one puppeteer, two puppeteers or more.

The Making of Fluff and Such Videos

Sunday 11a–noon

Fayette Room

NonSanity Cat

Fluff and Such puppet videos are some of the finest in the furry fandom. They have captured the attention of many mainstream puppeteers including Heather Henson. Chris Inannen (known in the fandom as NonSanity Cat) will spend some time discussing how he comes up with ideas and techniques for creating his amazingly produced puppet videos.

PA Pets

Saturday 4–5p

CC Room 315–316

Wolfdog, Dark Wolf, Canus, Luna, and Fox McCloud

The PA Pets (not to be confused with PA - P.E.T.S.) return to the stage for another hour of music, biting social commentary and general silliness. They perform a live webcast every Saturday from 7pm to 11pm, (as well as Sundays from 5pm to 9pm when The Funday Pawpet Show does not air). Go to their homepage (papawpets.org) and see for yourself.

FANDOM

Metalfurs!

Friday 9:30–11:30p

Pennsylvania Room

Thrashbear

Have you ever been “caught in a mosh”? Did you weep when Dimebag and Chuck went to that great pit in the sky? Are combat boots the closest thing you have for dress shoes? Is your hair registered as a weapon of mass destruction? Then Metalfurs! is for you! Part discussion, part performance, Metalfurs! is the furry headbanger’s ball. We’ll chat about how metal has influenced our lives, our favorite bands and musicians. Share war stories of the pit, performers can share war stories of the stage. Got a guitar, bass, or the Throat Of Doom? Bring it on down and show us what you can do (bringing your amp would help too, but we’ll see what we can do). Not just for players, anyone with an admiration for the musical art that is metal, in all its forms, is welcome.

African Animals Roundtable

Saturday 2:30–3:30p

Armstrong Room

Antimon

Are you a fan of animals from the African continent? In this forum, we’ll be talking about the diverse animals from all over Africa, their habitats, and the things we like about them. It doesn’t matter if you like zebras, antelope, lions, or meerkats... come and talk with us about the creatures in Africa’s circle of life!

Animal Spirituality and Therianthropy

Saturday 3–5p

Cambria Room

BlackJack

Focusing primarily on therianthropy, a discussion of modern animal spirituality, therianthropy, and otherkin. Aspects of physiology and psychology will be explored, including neurologically-similar phenomena, voluntary and involuntary. Interactions between furry and therianthropy, both friendly and non-friendly, will be covered.

The Anthrocon Charity Presentation and Auction

Saturday 2:30-3p (presentation) Westmoreland Room

Saturday 3-5p (auction) Westmoreland Room

Presentation of Anthrocon's Charity, the Pittsburgh Parrot

Rescue, followed by a fundraising charity auction.

Hoofers

Saturday 4-5p Armstrong Room

Nevermint

Trot on in and come chat with us about those fabulous creatures that have hooves. This is a social discussion about any hoofer and why they are simply some of the best animals around! Anyone who likes zebras, horses, buffalo, gazelles, antelope, and even fantasy creatures like minotaurs may find this a fascinating and entertaining get together.

Mustelids

Sunday 11am-noon Armstrong Room

Jesper

Weasel power forever! This is the place to discuss ferrets, otters, martens, skunks, badgers, and whatever other species you like from the world's oldest surviving carnivore family. What's their role in the fandom? Why do people identify with them? How can I keep a ferret? We'll try to answer all these questions and more!

The Husky Social

Sunday 12:30-1:30p Cambria Room

Shortwave P. Husky and Ravehusky

Panel to meet and greet your fellow husky friends! We will go around the room introducing everyone to one another and also enjoy a demonstration from Shortwave P. Husky on how to properly pull something in a husky harness. There will be time to socialize a bit and other things if it comes up.

The panel will end with all the huskies in fursuit will take a photoshoot together.

Cats Rule

Sunday 12:30p-1:30p Fayette Room

Landis

A social panel for all the furs in the fandom who represent the various felines to meet up and get to know one another. We all know that kitties are awesome, this is the place to get to know lots of other feline personalities.

Wolf Park and C.C.I. Presentation

Sunday 2:30-3:30p Westmoreland Room

Wolphy, Vish

Wolf Park is a wildlife education and research facility open to the public and home to wolves, foxes, coyote, and bison. Conservators' Center Inc. is a sanctuary and conservation breeding facility in North Carolina. In addition to helping many big cats and wolves, the center is also an unexpected setting of some lesser known species such as binturongs, servals, caracals, and New Guinea singing dogs. Come and listen to an inspirational presentation about these wonderful charitable and conservation organizations.

Foxes Abound

Sunday 4-5p Fayette Room

Jadedfox

This is a discussion about the wonderful world of foxes. If you are a fox fan or want to learn more about foxes, this is the place to be.

CON FUNCTION & GUEST OF O.K.

On-site Registration

Thursday 3-10p	Westin Hotel third floor foyer
Friday 10a-10p	Westin Hotel third floor foyer
Saturday 10a-7p	Westin Hotel third floor foyer
Sunday 11a-4p	Westin Hotel third floor foyer

Opening Ceremonies

Friday 11-11:30a	Spirit of Pittsburgh Ballroom
<i>Anthrocon's Board of Directors</i>	

Animation Questions with Disney Legend Floyd Norman

Friday 3-4p	Spirit of Pittsburgh Ballroom
<i>Guest of O.K.: Floyd Norman</i>	

There are a thousand questions that people want to ask animators. Well, this is an opportunity for you to get to ask all kinds of questions about animation, the animation process, and any specific challenges that exist about working in this amazing field. Our Guest of O.K., Floyd Norman, will be answering questions from the audience about animation and related topics.

Dedicated Use

Friday 8p-close	Armstrong Room
Friday 8p-close	Armstrong Room

Supersponsor Luncheon

Saturday 11:30a-12:30p	Allegheny I Room
<i>all supersponsors</i>	

Q&A with Disney Legend Floyd Norman

Saturday 4-5p	Spirit of Pittsburgh Ballroom
<i>Guest of O.K.: Floyd Norman</i>	

Very few individuals have had the artistic experience of our Guest of Honor, who humbly insists on being called a "Guest of O.K." This is an opportunity for you to ask questions to Floyd on a variety of topics including the animation industry, projects that he's worked on, and any challenges that he may have faced in his illustrious career.

Memories with the Mouse

Sunday 1-2p	Spirit of Pittsburgh Ballroom
<i>Guest of O.K.: Floyd Norman</i>	

Floyd Norman is one of the few individuals you'll meet that has personally worked with Walt Disney. In this presentation, Floyd will be talking about some of his memories while working for Disney animation and some of the interesting and unique memories that come from working on some of the greatest animated films every produced.

Closing Ceremonies

Sunday 5:30-6:30p	Spirit of Pittsburgh Ballroom
<i>Anthrocon's Board of Directors</i>	

PLACES TO MEET

Main Concourse

The area between the Spirit of Pittsburgh Ballroom and Convention Center rooms 301-305.

The Zoo

Allegheny Ballrooms II and III, third floor of the Westin

West Corner of the Park

Outdoor turfed patio, third floor of the DLCC near the Spirit of Pittsburgh Ballroom (a.k.a. the "South Terrace.")

Noresco Riverside Terrace

Outdoor terrace overlooking the river, third floor of the DLCC.

North Terrace

Fourth floor of the DLCC (with the amazing blue scrolling novel!)

PLACES TO EAT

The Dining Guide has a list of local eateries, including...

The Brown Bag Deli

Go into the glass hallway by the ground-floor escalators in the Westin, and follow it to the right and to the end. The Deli is hidden around the corner to the left.

PLACES TO GET (OR GIVE) HELP

Convention Operations

Third floor of the Westin, in the Crawford Room, overlooking the atrium. If you want to volunteer, the Volunteer Desk is also located here.

PLACES FOR FURSLITERS

Headless Lounge

Room 303, third floor of the DLCC, behind the glass partitions opposite the Spirit of Pittsburgh Ballroom. There is a second, smaller room (the Washington Room) on the second floor of the Westin at the end.

The Photo Spot

In the concourse outside of the Spirit of Pittsburgh Ballroom.

Access to the Fursuit Floors

Near the escalators on the third floor of the Westin is a small, nondescript stairway that goes directly up to the Fursuit Floors.

Access to the DLCC

Top of the escalators on the second floor of the Westin. A skybridge leads across the street to two elevators. Take them up one level for the DLCC. Stairs to the right of the elevators lead directly to the Spirit of Pittsburgh Ballroom only.

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If you are not a fursuiter, please use the street-level entrance (through the 10th St. Tunnel) to access the DLCC for any event other than ballroom events. Remember, the stairs at the end of the skybridge go to the ballroom only and must not be used as a thoroughfare. Please reserve the skybridge elevators for fursuiters and those with special needs.